

## Medieval Conspiracy Card Manifest

card no	tot	title	description
<b>64 Action Cards</b>			
1-4	4	Alchemist	Double your income for one turn.
5-6	2	Art of Forging	Increase the combat factors of all your mercenaries by one for this combat. <b>Play in the combat phase.</b>
7-8	2	Bad Influence	Turn one child of another player in clerical education to your side.
9	1	Campaign against the Slavs	Remove one knight and one mercenary of your choice. <b>Cannot be played in combat.</b>
10-11	2	Conversion	Move one child from profane education to clerical education or vice versa.
12-13	2	Curia Intervenes	<b>After the death of a bishop</b> place one child in clerical education into the vacant fiefdom.
14	1	Crusade	Remove all knights in one fiefdom. <b>Cannot be played in combat.</b>
15-16	2	Death Abroad	Remove one child in profane education.
17-18	2	Death in the Cradle	<b>One</b> child dies after birth. <b>Play immediately after a birth die roll.</b>
19-20	2	Death in the Vatican	Remove one child in clerical education.
21-22	2	Defector	All mercenaries in one fiefdom desert to your side. <b>Play in Combat or own turn.</b>
23-24	2	Emperor intervenes	After the death of a lord place one child in profane education into the vacant fiefdom. Supercedes Right of Succession.
25-26	2	Hostler	Increase the combat factors of all your knights by one for this combat. <b>Play in the combat phase.</b>
27-28	2	Inquisitor	Inspect the action cards of another player and pick one of your choice.
29-30	2	Magnate of trade	<b>After an auction</b> you have to pay only half of your last bid. Fractions are rounded up.
31-32	2	Marriage	Exchange one profane fiefdom of another player with one of yours. Relocate any troops there to the next friendly fiefdom.
33-40	8	Mercenary	Pay 50 ducats and place a mercenary into one fiefdom you control. <b>Play in Combat or own turn.</b>
41-42	2	Miracle healer	Prevent death caused by die roll in the fate phase. <b>Play after the affected Lord or Bishop has been announced.</b>
43-44	2	Peasant Uprising	Remove all mercenaries in one fiefdom. <b>Play in Combat or own turn.</b>
45-46	2	Pestilence	Choose a player who is excluded from the <b>ongoing auction</b> .
47-48	2	Reichstag Edict	Cancel the Reichsacht. <b>Play immediately after a fiefdom is chosen for Reichsacht.</b>
49-54	6	Right of Succession	<b>After the death of a lord</b> you may take part in the following auction. (see rules 9.4)
55-56	2	Robber Knight	Return the income of one player to the bank. <b>Play immediately after players collected their income.</b>
57-64	8	Witch of the Woods	Change an own death die roll into a birth die roll of one child, or any own birth die roll in death.
<b>38 Event Cards</b>			
65-66	2	Adoption	The player gets one child and places it into clerical or profane education. (The action card Death in the Cradle cannot be played in response here)
67-70	4	City Rights	Place a Reichsstadt marker into any fiefdom you control.
71-72	2	Death of an Elector	An elector dies and is now available for auction. (See Glossary Death of an Elector)
73-74	2	Death of the Emperor	The Emperor dies. (See glossary Death of the Emperor)
75-78	4	Founding of a Monastery	Place a Monastery into any profane fiefdom you control.
79-80	2	Itinerant Preacher	Place the itinerant preacher into a fiefdom you control. (It acts as a mobile relic).
81-88	8	Knight Army	Place a knight into a fiefdom you control.
89-90	2	Master Builder	Place a Castle into any fiefdom you control.
91-98	8	Reichsacht	Select a fiefdom that is now affected by the Reichsacht. All adjacent forces can now attack it without breaking the Reichsfrieden.
99-102	4	Relic	Place a relic into a clerical fiefdom or monastery you control.
103-140	38	<b>Profane Fiefdom Cards</b>	Gft. (Grafschaft) = county, Hzm. (Herzogtum) = duchy, income 10
141-151	11	<b>Clerical Fiefdom Cards</b>	Bm. (Bistum) = diocese, income 20
152-158	7	<b>Electoral Cards</b>	Kgr. (Königreich) = kingdom, Kfsm. (Kurfürstentum) = electorate, Ebm. (Erzbistum) = archbishopric, income 50, 5 Glory Points
<b>3 Master Cards</b>			
159	1	Master of Faith	≥ 2, income 20, 4 Glory Points
160	1	Master of Trade	≥ 80, income 20, 2 Glory Points
161	1	Master of Faith	≥ 8, income 20, 3 Glory Points